



Misty Fjords by Holger Sandmann

This is the Black and White version of the official Misty Fjords User Manual

All (very nice) pictures have been deleted to save your colour ink cartridges.
The **Colour Version** is included in the package and available to you after installation !

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Now let's get down to business.....

A Misty Morning

The two customers/fishermen were still sound asleep in the little cabin, but John Stills, the Misty Air Service pilot, was up and about for an hour already. He had not slept very well and was eager to get out and back to Ketchikan. Unfortunately that was not in the stars at that moment. The surrounding fir trees were heavily dripping with water, the temperature had dropped to some 35 F overnight and everything was soaked with dew. The fog muffled all sounds and the forest rising up behind the little cabin was enveloped in a complete silence. Only the sound of water dripping everywhere could be heard. And the soft sounds of waves lapping onto the shore of the Behm Canal. Even the seagulls that could normally be heard screaming over the fjord were still asleep.

There was no reason for the fishermen to get up. John did not want to wake them, and had not made fresh coffee yet. The fog would linger for at least a few hours longer, making it impossible to take off from the fjord. He walked over the short jetty to his Beaver, bobbing gently on the waves of the Canal, fastened securely with two bright orange lines. He opened the door and clambered on board. The old DeHavilland DHC-2 Beaver smelled as it always did, making John feel right at home in the old seat with the lambskin cover. The smell was a mixture of oil and petrol, salt water, paint, tar and some undefined bits, all caused by the machine itself, its environment and the stuff it usually carried. On this trip John had brought fuel for the little heater and stove in the cabin and some rations of coffee and canned food, to replenish what would have been used by the occupants. And on the way back he would carry the three passengers, their luggage, fishing gear..... and fish. Another odor to add to the mix.

John flipped the master switch and a few lights came to life. The green numbers of the radio stack cast a greenish glow on John's face in the dark cockpit. The fog filtered the sunlight, keeping the world around him artificially dark still. John dialed the company's frequency and keyed the mike. It took him a few calls to get the 'office' on the radio. He explained the weather situation and got the message that things weren't looking much better at Ketchikan. Meteo was expecting the clouds to rise in a few hours, but it would remain a low ceiling all day and he might be stuck! He thanked the 'dispatcher' and killed the radio. That was not the kind of day he'd hoped for, because he had another trip planned with a few people in Ketchikan. They wanted to go up to Hyder, all the way up the Portland Canal. But with this weather there was not much of a chance. They might have to charter a boat or take one of the ferries.

John leaned back in the pilot's seat and pulled a tobacco pouch out of his trouser pocket. While rolling a fresh cigarette, his mind wandered back to when he had started doing this work. He was born in Juneau

and had had an uncle who was a pilot. His father was a fisherman and often away. And his father was not very keen on planes, preferring the solitude of the sea and his fishing. John however was always watching the seaplanes in the harbor and when his uncle asked him to go up with him one time he did not have to think long. It was on a Sunday morning in September, weather still good and the sun was out! He had asked his mother, who wasn't too keen on his adventure either, but she had let him go.... Clutching a bag with home baked cookies for Uncle Tim.

Uncle Tim was a skinny man, tanned like a sailor, with a big mustache and always wearing a worn baseball cap with a big 'Y' on it. His plane was an amphibious Beaver and was usually moored in the Juneau harbor at the seaplane base. It had been light blue in better times, but was now white-ish gray with patches of faded blue on the fuselage. 'I never have time to paint it when I am flying', Uncle Tim used to say, 'and I am always flying !'. Uncle Tim helped John climb on the big float and from there clamber into the cockpit. He threw John's bag on the back seat and put himself into the pilot seat. Then he started to explain an amazing number of facts about the Beaver and told John what they were about to do..... and how.

John had never forgotten that very first time in an aircraft, a Beaver at that. He would not forget the mighty roar of the engine when Uncle Tim pushed the throttle fully forwards, the bumping and swaying when the Beaver picked up speed and hit the waves in the port..... and then the relative quiet when it lifted off its step and was airborne. The rest of the flight was just a dream..... seeing the fishing boats below, the small roads and houses, the quays, even the buoys were visible. They flew around for an hour or so, made a landing near a small island and ate the sandwiches John's mother had made, while gently bobbing in the water.

John remembered his mother telling him that he had not stopped talking for three days after that flight! He was bitten by the bug that had bitten so many aviators before. He HAD to fly. After that Sunday he would go out to the harbor whenever he could, helping his uncle with little things, doing errands, cleaning the 'office' – a shack with the words 'Juneau Harbor Air' fading above the door – and occasionally cleaning bits of the aircraft. One led to another and eventually he learned to fly the Beaver from his uncle, who was a good teacher, having spent most of his life flying around the Alaskan coast.

He got his license and started to work for another little charter company in Juneau. His uncle had stopped his flying by then and had moved to Anchorage. John ran into another pilot/owner with a business in

Ketchikan and since the tourism was in the lift, he decided to move and start flying for the man. He had never looked back and was now the Chief Pilot of Misty Air Service.

Business was booming in Ketchikan and other places in Alaska. More and more people were discovering the endless beauty of the State and tour operators started to jump on the bandwagon. Nowadays mighty cruise ships steam up to Ketchikan and further north, bringing boatloads of tourists to the area. Back when John first started flying there he would have the odd charter, mostly people wanting to go fishing somewhere in the fjords, or go hunting. It was still a quiet time and the air charters made most of their money with ferrying goods to the logger camps and other small settlements deep inside the fjord landscape. But nowadays they would fly tourists around on short and longer trips (called flightseeing), ferry fishermen to quiet cabins, do shuttle flights from Ketchikan to Hyder and other remote places, fly low and slow to show bears fishing in the rivers and even do night flights at some occasions !

Most customers would come from the cruise ships now. The ships cruise to Alaska in the summer and around the Caribbean in the winter. And competition was heating up too, of course. Although John made good money with his business, he was also more and more worried about the increasing crowds. Alaska is a unique area in the world and one of the last frontiers of untouched nature. There are hardly any roads and many places where man is not seen for years. Alaskans could not live without their sturdy little planes and there is no way they can do away with them. But John was convinced that somehow there had to be a balance between making money and growing the economy, and preserving this beautiful part of the world.

So not only would he fly the tourists around and tell them what they were looking at, but he would also invariably impress upon them how important it was to keep the nature as pure as possible. Most customers would agree, especially after seeing the incredible scenery unfold underneath - and sometime towering over! - the aircraft. John would fly up the Behm Canal, and up a few of the countless side canals and fjords, or he would take his guests up the mighty glaciers where the Beaver could just muster enough energy to gain altitude. He would land in lonely fjords and just float for a while, telling about the area, its history, its inhabitants and its future. He liked that part of his job almost as much as the actual flying itself.

And he liked just sitting in his quiet Beaver, like now, and reflecting on life and the world surrounding him. He was lucky, he thought, being able to do this work, being out here every day in a place that most people

would never see. He loved the smell of the oil, salt water, fish and trees and would not trade it for anything in the world. 'Yes', he thought, flicking his cigarette stub into the fjord, 'I am a lucky so-and-so...'.

He then looked at his watch, climbed out of the plane and stepped onto the jetty. It was time to wake the fearless fishermen and get some coffee brewing. A new day waited, with new adventures.....

John is fiction..... or is he !? Anyway, now it is up to you to make your own story. Not only make it, but 'live' it, using your FS2004 Flight Simulator..... and using Misty Fjords !

Some of the things mentioned in the story above can REALLY be found in the scenery... such as the cabin (there are over 15 of them !), the cruise ships, the fir trees, the fjords, the glaciers, boats, jetties, harbors, buoys..... and much, much more. Go out and discover them ! Doug Linn's website will help you find them! <http://www.mistymoorings.com>.

HAPPY FLYING !

So what have you just purchased?

With Misty Fjords you have bought a whole new FS world !!! Nope, we're not exaggerating one little bit, as you will soon see after installing it. Misty Fjords really is what FSAddon.com Publishing is all about..... enhancing your immersion in the wonderful world of Flight Simulation. Misty Fjords will give you the feeling of 'being there' more than ANY other product currently on the market. Sure, sure, marketing speak, right!? We are convinced that you will agree with us after installing Misty Fjords..... and all its additional scenery, objects and even flight guides.

This is the FIRST ever FS add-on that already has an active 'following' before even being published !! ☺

- You have purchased an **addition for Microsoft's Flight Simulator 2004; A Century of Flight™**, that will turn **a large part of Southeast Alaska** (some 52,000 square kilometers !!) into the beautiful piece of nature that it really is!
- You have purchased a **flying environment** that will put you in the pilot seat flying around some of the most stunning landscapes you may find in the real world and THE most stunning landscape available now for FS2004 !
- You not only get the **REAL coast lines, lakes, islands, roads, rivers and glaciers (!)** installed on your FS2004, but in addition some very talented people have added **'things to see and things to find'** for you in that rugged area of fjords, mountains, lakes and sea.
- You will be able to visit the **US Forestry Service cabins** used by hunters, fishermen and hikers and hidden near the many lakes and fjords. These cabins are meticulously recreated by **Mark Smith!**
- And if you have problems locating the cabins, then you may use **Doug Linn's** outstanding **flying guides** to find them. Doug visited the area himself and provides you with some excellent and profound knowledge and guidance to help you discover the area, displayed on a wonderful website.
- What is Alaska without shipping!? We have added ships and lighthouses, courtesy of **Bob Langendorfer**. And **Mitsuya Hamaguchi** has provided us with some **AI Ships** that are true works of art. Holger made them sail the Inside Passage for you.... Follow them with your Beaver !!
- And then there are the many scenery additions by **Mark Smith** rendering Ketchikan Harbor true-to-life, the Antelope Trail Ranch by **Bill Womack**, integrated into Misty Fjords now.....

Sorry..... we'll have to take you to the **'features pages'**....

You have really acquired a true-to-life part of Alaska that will astound you every time you take off and fly 'into' ! This is so far from the default MS rendition of the area that once you have installed and used it, you can NEVER go back and use the default landscapes. Guaranteed!!

Features of the product

Here are **some of the many, many features** that you will encounter in this add-on:

Base Landscape Features

- **accurate ocean and fjord shorelines**, based on 1:63,360 (AK) and 1:50,000 (BC) hydrographic data, with custom seasonal shoreline textures.
- **accurate position of all lakes** greater ~65ft/20m in diameter; all lakes have flat water surfaces; larger lakes have custom seasonal shoreline textures with wake action.
- **all ocean and lake islands** greater ~65ft/20m in diameter.
- **all major rivers** depicted as FS water (mesh-clinging).
- **small rivers and streams** are placed to best fit the terrain mesh; very steep stream sections have a special "whitewater" texture.
- **LOD10 (38-m) base mesh** (compatible with other LOD10 USGS NED add-on mesh), plus **LOD8 buffer mesh** to prevent "texture tearing" in the mid to far distance.
- **all major and minor settlements**, with boundaries according to 1:63,360 (AK) and 1:50,000 (BC) topographic maps.
- **complete road network**, except in places (e.g., settlements) where a dense road network would eliminate too many autogen buildings.
- accurate position of **forestry operations** (clear-cut logging and roads), based on satellite imagery and topographic maps.
- **best possible landclass** file (i.e., land use types), hand-made based on Landsat 7 satellite imagery. All classes utilize custom seasonal textures, some of which are **FScene textures** used with permission from **Ruud Faber**.
- **custom waterclass file** (i.e., water color), hand-made based on Landsat 7 satellite imagery. All classes utilize custom water colors.

Enhanced Landscape Features

- **lakes and rivers** can be made to "**freeze**" (i.e., have snow-covered hard ice surfaces); this requires switching of textures with batch files.
- custom **winter textures for streams**.
- all **mountain glaciers**, in particular their "toes"
- **special seasonal textures** that reflect the long persistence of snow at higher elevations and in forestry cutblocks.
- detailed rendition of **Annette Island's unusual airfield** (PANT) and its surrounding structures and landscape, based on online maps and photography (<http://209.165.164.204/annette/default.cfm>)
- **custom AFCAD2 files** for Ketchikan (PAKT; added new Taxiway B) and Annette Island (PANT), and the seaplane bases at Ketchikan (Ketchikan Intl-PANX; Ketchikan Harbor-5KE; Murphy's Pullout-8K9; Peninsula Point Pullout-9C0), Annette Island (Metlakatla-MTM; Tamgass Harbor-Z43), Thorne Bay (KTB), Meyer's Chuck (84K), Kasaan (KXA), Hollis (HYL), Loring (13Z), Bell Island Hot Springs (KBE), Yes Bay Lodge (78K), Hyder (4Z7), Stewart (CAC9), Silver City (CAC3), Kincolith (CBA3), Port Simpson (CAN8), and Prince Rupert (Seal Cove-CZSW; Digby Island-CAN6).

Special Static and Dynamic 3-D Features

- **Bill Womack** completely rebuilt his FS2002 **Antelope Trail Ranch** add-on, a fictitious airstrip and floatplane base (with float-in hangar) in Coho Cove, about 15m SE of Ketchikan at N55°16' W131°23'. The airfield's ICAO is "ATR1" and that of the adjacent floatplane base "ATR2".
- **Mark Smith** has modeled 17 of the famous **US Forest Service cabins**, based on USFS photography and placed them at their accurate locations (see http://www.fs.fed.us/r10/tongass/recreation/rec_facilities/cabinlist.html)
 - Alava Bay Cabin: lat N55°13', long W131°08'
 - Bakewell Lake Cabin: lat N55°17', long W130°39'
 - Beaver Camp Cabin: lat N55°32', long W131°05'
 - Big Goat Lake Cabin: lat N55°32', long W130°35'
 - Checats Lake Cabin: lat N55°29', long W130°50'
 - Ella Narrows Cabin: lat N55°29', long W131°05'

- Hugh Smith Lake Cabin: lat N55°06', long W130°38'
- Humpback Lake Cabin: lat N55°01', long W130°32'
- Kegan Cove Cabin: lat N55°01', long W132°11'
- Manzanita Lake Cabin: lat N55°35', long W131°06'
- McDonald Lake Cabin: lat N55°56', long W131°49'
- Rainbow Lake Cabin: lat N55°38', long W132°07'
- Red Alders Cabin: lat N55°29', long W131°08'
- Wilson Narrows Cabin: lat N55°29', long W130°35'
- Wilson View Cabin: lat N55°32', long W130°31'
- Winstanley Island Cabin: lat N55°27', long W130°55'
- Winstanley Lake Cabin: lat N55°26', long W130°49'

AI Ships and other Naval Things

Mitsuya Hamaguchi ("Hama") provided us with three real-world Gmax **cruise ships**, MV Island Princess, MV Volendam, and MV Clione (the latter in three variations), complete with dynamic effects and night lighting. They are set up as AI traffic, cruising on various routes throughout the project area.

- **Day Cruiser** in single-hull variation, leaves from Ketchikan Harbor (next to the cruise ship terminal) and travels to Metlakatla Bay on Annette Island.
- **Day Cruiser "Clione"** with 2-D passengers, leaves from Stewart, B.C. and travels south through Portland and Pearse Canals to Wales Passage.
- **Day Cruiser "Clione"** with 3-D passengers, leaves from the Chickamin River estuary (N55°48' W130°57') and travels along Behm Canal through Walker Cove and Rudyerd Bay to Winstanley Island.
- **Cruise Ship MV Volendam** (Holland America Line) starts near Mary Island lighthouse (N55°05' W131°06') and travels toward Ketchikan, through the Tongass Narrows (Ketchikan Harbor) and NW along Clarence Strait to the tip of Etolin Island.
- **Cruise Ship MV Island Princess** (Princess Cruises) takes the opposite route of the Volendam, from east of Kasaan (N55°29' W132°01') through Tongass Narrows to Mary Island lighthouse.

Bob Langendorfer kindly gave permission to place his **"Alaska Gold" static ships** throughout the Misty Fjords area (see <http://www.aeroair.net/akg/alaskaships/agships.htm>).

Bob Langendorfer also sent us the source files for **three of the lighthouses** made by him, **Ed Neuhauser**, and **Larry Silsbee** (see <http://aeroair.net/akg/alaskalights/>) so that we could place them in their real-world locations:

Guard Island LH:	lat N55°26', lon W131°52'
Mary Island LH:	lat N55°06', lon W131°11'
Tree Point LH:	lat N54°48', lon W130°56'

We placed about **250 listed marine navigational lights** (with custom flash effects), based on current US and Canadian Coast Guard tables in their accurate positions (see <http://www.navcen.uscg.gov/pubs/LightLists/LightLists.htm> and http://www.ccg-gcc.gc.ca/atn-aln/publications_e.htm).

Bill Womack created the **buoys and skeleton towers in GMax** and Holger Sandmann wrote the custom effect files and placement code.

We placed **static real-world 3-D landmarks** from the FS default object library (buildings, antennae, small boats, docks, etc.) according to topographic maps and air photos.

Installation

Installing Misty Fjords is a breeze thanks to the automatic installation routine. (That's what you'd expect us to tell you, wouldn't you !?).

You basically **just click on the downloaded .exe file**, and the installer will guide you through all the next steps.

After that you start Flight Simulator and the Misty Fjords will be there in all its glory!

Note that the auto-installer **will not** make any changes to your fs9.cfg or terrain.cfg files; it simply places all files in the appropriate directories and folders and **creates two entries in your Scenery Library**.

To **get started flying** we have included quite a few start-up scenarios and flights for you.

You can find them from the FS2004 main menu screen or from inside FS2004 via the menu bar at the top of the screen.

From the main menu go to 'Select a flight' then scroll down in the 'Choose a category' window and select FSAddon. Underneath you will see a number of 'flights' all starting with 'Misty in the name. Choose any of these and click the 'Fly now' button !

Alternatively you can reach the same functions by clicking on 'Flights' from the menu bar along the top.

In addition there are a few 'batch programs' that you can activate to **swap between 'frozen water' and regular water** (and vice versa). These are accessible through your Start Menu "FSAddon - Misty Fjords"; just make sure that you restart FS2004 after each run of a batch program. The installer will already have made a backup folder for the original files, so you can always go back to the default MS situation. Similarly, you can swap **replacement textures** for day and nighttime sky colors, kindly provided by **Jun Kazama** !

Uninstalling

Now who in his right mind would want to Un-install this software !!??
Alright, alright.... You can if you want to.... ;-)

Here is how :

Either go to 'Start'
Click on 'FSAddon'
Click on 'Misty'
Click on 'Uninstall'

or

Click on 'Start'
Click on 'Control Panel'
Select 'Add or Remove software or Windows components'
Search in the list for 'FSAddon Misty Fjords'
Select it
Click on 'Remove' button in the installer window

Note: Due to the complex way FS manages its scenery library you will have to manually remove the two Misty Fjords entries after you've restarted FS2004.

Technical notes and Tips

Some **technical notes** that you might want to be aware of before getting into the thick of flying!

Minimal requirements to use the software?

If you have a good installation of FS2004, then you can run Misty Fjords. Simple as that. And it is anybody's guess what a 'good installation' is. Some folks are happy with the way it runs on an 800 MHz machine with a TNT32 graphics card.... Others get nightmares even thinking of such a setup. This is very much a matter of taste and the level to which one is spoilt by good hardware. The bigger and faster the better of course. We however do recommend a processor of 1.8 GHz and upwards and at minimum a GeForce4 or Radeon 9600 graphics card (preferably with 128 MB) to ENJOY FS2004.

Suggested FS2004 settings:

- To experience the full detail of the LOD10 mesh and avoid water crawling up the shores at Ketchikan you need to set **TERRAIN_MAX_VERTEX_LEVEL to 20 or 21**, in the [TERRAIN] section of the FS9.cfg file (the default value is 19). Misty Fjords is optimized for a value of 20 but works with 21 as well. The FS9.cfg file is hidden by default so you first need to check the "view hidden files and folders" option in Explorer, using View>Folder Options>View. For Windows XP users the fs9.cfg file is located in [Drive_Letter]:\Documents and Settings\User_Name\Application Data\Microsoft\FS9 and for Windows 9x users in [Drive_Letter]:\Windows\Application Data\Microsoft\FS9.
- If you are using other LOD10 (38-m) mesh for Southeast Alaska and northwestern BC we suggest that you ensure that our Misty Fjords mesh overrides that mesh. In theory, any available LOD10 mesh should be fully compatible with Misty Fjords; however our beta testers have noticed slight local discrepancies, which might impact some of the cabins, lakes, and shorelines. Strangely, mesh priority (of the same LOD) is the exact opposite of that for normal scenery add-ons, that is, the active mesh with a lower priority (higher layer number) in the Scenery Library will be displayed. Thus, the Scenery Library entry of your **other** mesh should be placed **above** the two Misty Fjords entries.

Known issues and possible conflicts with other add-ons

Incompatibility with 3rd-party add-on scenery: see next pages.

If you **enable the frozen lakes option** in winter we recommend that you **turn Water Effects off** (in the FS9 Display Settings window). Otherwise, glaciers and large lakes may show whitish grid lines on the ice when approaching from a distance.

The particular method used for the glaciers makes them show up as water bodies in GPS and Map windows; sorry, but this is a necessary compromise to avoid other display issues.

Smoke effects of the AI ships and cabins may disappear behind distant clouds. This is a know bug of FS9 and has been documented in the FS2004 Special Effects SDK; no fix or workaround is known.

When using real weather options in FS9 or via 3rd party weather utilities the smoke and spray effects of the AI ships may disappear. We don't know what may cause this and would appreciate any ideas or tips for a fix or workaround.

Our AI ships are basically AI aircraft taxiing on the water. Because FS doesn't provide free choice of sounds for AI aircraft the ships sound like they are powered by turboprop engines.

The AI ship's "airports" (PAK5 to PAK8, and CZS1) are listed in the GPS/Map and "Go To Airport" menu. Also, the ships show the AI information tags if enabled for AI aircraft in general.

Compatibility with other add-ons

Support files for third-party scenery add-ons

The combination of accurate terrain and lake/ocean shorelines creates problems for many of the wonderful bush flying sceneries, most of which are based on the default mesh and shorelines. Some of the add-ons end up on steep slopes or have their seaplane docks on dry land. However, we managed to provide small patch files for those add-ons where a "flatten switch" (to adjust the surrounding terrain elevation) or an artificial peninsula into the water allows them to be compatible with "Misty Fjords". Below is a list of all third-party add-ons that we tested (our apologies if we forgot any) and whether they can be made compatible with Misty Fjords or not. Specific installation instructions for the patch files can be found in FS9\FSAddon\Misty Fjords\Misty Fjords documentation.

1. Add-on sceneries that are compatible without patches:

- Alaska Lighthouses 2004, by Bob Langendorfer and Ed Neuhauser, aklights04.zip. Note: Misty Fjords contains updated versions of three of these lighthouses. To ensure compatibility, please disable (by renaming to ".bgl.bak") the following six files: beam_guard.bgl, beam_mary.bgl, beam_trept.bgl, GuardIsland.bgl, maryisland.bgl, and treepoint.bgl
- Annette Island (PANT) airfield enhancements, by Frank Betts, pant.zip. Note: There are a few stray trees growing on the apron. Also, please disable his AFCAD2 "AF2_PANT.bgl" file by renaming it to "AF2_PANT.bgl.bak"
- Stewart, British Columbia (CZST) airfield enhancements, by Frank Betts, czst.zip
- Prince Rupert, British Columbia (CYPR) airfield enhancements, by Frank Betts, prince_rupert.zip
- Alaskan Winds Ketchikan Hub, by Joe Watson, aw_ketch.zip. Note: the adjacent seaport is not compatible
- Last Fall Gildersleeve Logging, by Joe Watson, floattownv1.zip
- Glacier Bay National Park and area, by Holger Sandmann and Jim Keir, gl_bay_1.zip and gl_bay_2.zip. Note: there's no spatial overlap between these landscape files and Misty Fjords.

2. Add-on sceneries that can be made compatible

(with supporting patch files - see separate instructions in the folder **FS9\FSAddon\Misty Fjords\Misty Fjords documentation**):

- BFU North: Naji's Bush Scenery, by Naji Chehabeddine, bfunorth.zip and bfun_upd.zip
- Fox Camp: Naji's Bush Scenery, by Naji Chehabeddine, foxcamp.zip and foxsmoke.zip.
- Sandy Cove: Naji's Bush Scenery, by Naji Chehabeddine, sandyCov.zip
- Shore Point: Naji's Bush Scenery, by Naji Chehabeddine, shorepnt.zip
- Larcom Island, by Emmett McRobie, larcom_island.zip and larcom_island_fix.zip.
- Alaskan Seaports, by Frank Betts, alaska_seaports.zip. Note: Kasaan (KXA) and Meyers Chuck (84K) are not compatible.
- Peninsula Point Pullout, by Morton Rupp, penptpul.zip
- Gateway Forest Products, by Dave Erickson, gwfp.zip

3. Alaska AFCAD2 files by Chris Coarse ("Railrunner"), alaska_afcads.zip, which are not compatible with Misty Fjords;

please disable the following AF2_*.bgl files by renaming them to AF2_*.bgl.bak or removing them altogether:

06AK - Canyon Lake Cabin
07AK - Canyon Lake Cabin II
08AK - High Canyon Camp
0AK4 - BFU North
0AK5 - Park Service Strip
13Z - Loring
1AK9 - Fox Outpost 2
2AK0 - Shore Point
4Z7 - Hyder
5KE - Murphy's Pullout
6AK4 - Teacup Lake
78K - Yes Bay Lodge

84K - Meyer's Chuck
8K9 - Ketchikan Harbor
9C0 - Peninsula Point Pullout
A183 - Geneer
AK35 - Lake Ketchikan Cabin
AK68 - Antelope Trail Ranch
AK70 - Bridgeman
AK75 - Heckman Lake Ranch
AK78 - Lake Perseverance
AK79 - Deer Island
HYL - Hollis
KBE - Bell Island Hot Springs
KTB - Thorne Bay
KXA - Kasaan
MTM - Metlakatla
PAAC - Sandy Cove
PABW - Bakewell Lake Cabin
PACC - Checats Lake Cabin
PACO - Crook Lake
PAF0 - Fox Outpost 1
PAFX - Fox Camp
PAGI - Guard Island Lighthouse
PAHL - Humpback Lake Cabin
PAHU - Hugh Smith Cabin
PAJD - JD's Lodge
PAK4 - Annette Island
PAKT - Ketchikan
PAMF - Moudi Farm
PAMI - Mary Island Lighthouse
PANE - Neets' Hunt and Fishing Lake
PANT - Annette Island
PASG - Sky High Pass
PASS - Scots Helo Air
PATP - Tree Point Lighthouse
PAVA - Anak
Z43 - Tamgass Harbor

4. Add-on sceneries that are **NOT** compatible with Misty Fjords:

- Alaska/BC Bush Scenery, by James Belk, ak4.zip. Note: Only Edgecombe Lodge is inside the Misty Fjords coverage area and NOT compatible; the other two strips are probably OK.
- Antelope Trail Ranch, by Bill Womack, atranch_109104.zip and atr_p1.zip. **Note: Misty Fjords contains a new version of Bill's scenery!**
- Misty Fjords cabins, by Milt Chambers, misty_fjords_cabins_v2.zip, misty_fjords_cabins.zip, and misty_fjords_cabins_update.zip. **Note: Misty Fjords contains its own renditions of the U.S. Forest Service cabins, modeled by Mark Smith!**
- Lake Ketchikan cabins, by Paul Kane, canyon_lakes_camps.zip, lake_ketchikan_cabin_ii.zip, and lake_cabin_ii_afd.zip
- High Canyon Camp and Canyon Lake Camps, by Todd Hudgel, high_canyon_cabin.zip and canyon_lakes_camps.zip
- Moudi Farm: Naji's Bush Scenery, by Naji Chehabeddine, moudiFrm.zip
- Fox Outposts 2 & 3: Naji's Bush Scenery, by Naji Chehabeddine, fox23.zip
- Lake Perseverance Fishing Camp and Resort, by Morton Rupp, lakepers.zip
- Scott's Helo Air, Gee's Lazy Acres, and Grey Otter Landing, by Dale Westlund, scotts_helo_air.zip, gees_lazy_acres.zip, and grey_otter_landing.zip
- Heckman Lake Ranch, by Brent Hricziscse, heckman.zip
- Alaska Mountain Ridge, by Sebastian Szalai, ak_mountainridge.zip
- JD's Lodge, by B. Stockwell, jd2.zip
- Northwoods SAR Center, by Joe Spencer, nrthwds.zip
- Most of Frank Bett's FS2002 Ketchikan area sceneries, including: Savana, Anak Airport (savana_v.1.zip), Air Angel Heliport (airangelheliport.zip), Crook Lake (crook_lake_upgrd.zip), Neet's Hunt And Fishing Lake (neetF_H.zip), Bridgeman (bridgeman.zip), Four Winds Airpark (fourwind.zip), Stanwood Airstrip (stanwood.zip), Twin Lakes (twolakes.zip), Brighton Point (brigh_pt.zip), Mystery Island (myst_isl.zip), Woodenville (woodenvi.zip), North Pond (northpnd.zip), Deer Island (deer_isl.zip), and Marlette And Lower Marlette Lake (marlette.zip).
- LandClass Update for Ketchikan area, by Scabbo (Tony Murray), ketchikan_landclass.zip. Note: Misty Fjords contains its own landclass replacement file for the entire coverage area.

Finding your way around

Now this is not so easy. And not explained in a few words in a manual. FSAddon's Misty Fjords covers an area larger than the size of Switzerland. A 'little' bit more than your average FS scenery package. It also is made up of so many different things: landscape, with custom landclass, mountains, fjords and rivers, glaciers (!), settlements, cabins to find, airstrips, ships to spot, forestry operations visible, harbors, new textures.... The list goes on!

The main airfield – Ketchikan International (PAKT)

Ketchikan airport has not been altered much, except for some taxiways. But the entire Ketchikan area is MUCH different from the default FS rendition! Not only has the texture and landclass been altered, Ketchikan now has a real port and marina, cruise ships docked near town, leisure vessels in the marina, wave breakers to protect them, ferry terminals and much more. Oh, did I mention the buoys you see blinking everywhere in the waterways? Did you know they are in exactly the right spot... as in real life?

You will see many more interesting places when you start to fly around and 'discover'. Go and see Annette Island, or Hyder. Fly over the Inside Passage and rendez-vous with the cruise ships. There are five land-based airfields in our coverage area and 21 seaplane bases (see below), any of which can be selected in the Goto Airport menu of FS9. And then you have 17 additional cabins to look for, which we haven't included start positions for ;-)

Airfields:

PAKT – Ketchikan International
PANT – Annette Island
ATR1 – Antelope Trail Ranch (fictitious)
CZST – Stewart, B.C.
CYPR – Prince Rupert, B.C.

Seaplane Bases in Alaskan waters (some with docks):

PANX - Ketchikan Airport (fictional ICAO code)
5KE - Ketchikan Harbor
8K9 - Murphy's Pullout (Ketchikan)
9CO - Peninsula Point Pullout (Ketchikan)
MTM – Metlakatla (Annette Island)

Z43 - Tamgass Harbor (Annette Island)
KTB - Thorne Bay
84K - Meyer's Chuck
KXA - Kasaan
HYL - Hollis
13Z - Loring
KBE - Bell Island Hot Springs
78K - Yes Bay Lodge
4Z7 - Hyder
ATR2 - Antelope Trail Ranch floating dock (fictitious)

Seaplane Bases in B.C. waters (some with docks):

CAC9 - Stewart
CAC3 - Silver City
CBA3 - Kincolith
CAN8 - Port Simpson
CZSW - Seal Cove (Prince Rupert)
CAN6 - Digby Island (Prince Rupert)

Where do the ships go !?

Alaska would not be Alaska without shipping. The main means of transport in that wild and remote country is the airplane. And along its coastlines and many fjords and islands: ships!
We have been fortunate to have **Mitsuya Hamaguchi of Japan** build us some really life-like cruise ships. The ones that visit Alaska in the summer months, bringing tourists to view for real what you will see in your sim after installing Misty Fjords.

Mitsuya's ships have moving radar, night lighting, diesel fumes from the stag, even some animated passengers.... And they **actually sail the Inside Passage**. You can follow them for hours in your Beaver, Piper or other plane of choice!

And apart from the big cruise ships you will also find a few smaller cruisers inside the fjords. Fly down to Hyder and you should find one..... with good weather you can follow it through the fjord!

Misty Moorings, Inc. - <http://www.mistymoorings.com>

'Now what's that ?' you may ask.

It is **Doug Linn's** absolutely amazing '**fan site**' that will surely grow further over the next few months. Doug set out to make a 'guide' for pilots flying into the fjords, after he did so himself in real life this past summer. But when he had finished his first 'charter', describing flights on how to find the various cabins scattered throughout the area, he started a second guide, and then a third, and in the end wound up with making an entire website for them (helped by his son). Also featured on the website will be freeware add-ons to Misty Fjords (already a few around, even before it is published !!) and other information regarding the area.

Doug's 'charters' are a brilliant way to find your way around and learn a lot about the Misty Fjords while you do !!!

Oh, and don't forget to visit the **special Misty Fjords Forum** that we've opened on the simFlight Network, just for you Alaskan Pilots ! <http://forums.simflight.com/viewforum.php?f=159>

Misty Information

For those of you who want to learn a little more about Misty Fjords and everything that goes on there, we have compiled **some of the best websites**. One of the 'fun' things of the internet is that nowadays there is absolutely NO subject without an abundance of information on some website or other.

A few more interesting Internet Places

* First of all THE main site for Alaska Tourism: <http://travelalaska.com>

* Scenic pictures of the landscape and information about the settlements:
http://gallery.horizonseye.com/4images/categories.php?cat_id=35 (Doug Linn's travel images)

<http://www.alaskaseaplanetours.com/photos.html>

http://www.familyairtours.com/page8_winter%20misty.htm

<http://www.stewart-hyder.com/photos.html>

<http://www.stewartbc.com>

<http://www.visit-ketchikan.com/welcome.html>

<http://www.rupert.bc.ca>

<http://www.tongass.com/Photos/photos.htm>

<http://www.alaskaaerialphotos.com>

<http://www.asonp.org> Alaskan Society of Outdoors Photographers

<http://www.yukonalaska.com/photography>

* Basic information about Misty Fjords National Monument:

http://gorp.away.com/gorp/resource/us_wilderness_area/ak_misty.htm

* If you're looking for detailed topographic maps of SE Alaska: <http://terraser->

usa.com/image.aspx?t=2&s=14&x=102&y=1918&z=9&w=1&ref=P|Ketchikan%20International%20Airport,%20Alaska,%20United%20States

Equivalent digital maps for British Columbia can be found here: <http://toporama.cits.rncan.gc.ca>

* Information about the Forest Service cabins included with Misty Fjords:

http://www.fs.fed.us/r10/tongass/recreation/cabin_info/ktn_map.html

* A scanned sectional map of the Ketchikan region is available at Avsim: ketchikan.zip, by Matt Fox

* Airfield and seaplane base information is available here: <http://www.airnav.com/airport/KXA>

* And here are a few of the real Alaskan Aviation outfits:

<http://www.mistyfjordsair.com/index.html> Misty Fjords Air Charters

<http://www.alaskaseaplanes.com/Aircraft.html>

<http://www.flyalaska.com/index.html>

<http://www.flypacificairways.com> Pacific Airways in Ketchikan

<http://www.alaskatravelmagazine.com/1flying/alaskatravelflying.html#submenu>

<http://www.seawindaviation.com/index.html> SeaWind Aviation

* Other Aviation Related sites

<http://aawu.arh.noaa.gov> aviation weather to start with !!

<http://www.alaska.faa.gov/fai/airports2.htm> airport webcams.

<http://www.everythingalaska.com/planes.html>

<http://www.alaska.faa.gov>

<http://www.seaplanes.org> The Sea Planes Pilots Association

<http://www.geocities.com/CapeCanaveral/Lab/7146/beaver.html> - Beavers !

<http://www.dhc-2.com> THE Beaver website !

* Other Alaska Tourist Sites:

<http://www.outdoorsdirectory.com>

<http://www.airguides.com/index.htm>

<http://www.bushorder.com/page3.html>

<http://www.flyingalaska.com>

<http://www-personal.engin.umich.edu/~alanford/nancyford/photoalbums/alaskacruise/index.htm>

<http://www.explorenorth.com> Explore North – wonderful website

<http://www.ilovealaska.com> – I Love Alaska.....

<http://www.dot.state.ak.us/amhs> The Ferries

<http://www.akduck.com> very special tours..... in a duck..... DUKW ?

<http://www.city.ketchikan.ak.us> City of Ketchikan

<http://www.rainydayweb.com/webcam> Ketchikan Webcam.... is it raining?

Support

If you need any support in installing or using Misty Fjords, you can get it in different ways:

- 1) **Register on the simFlight.com forums** (go here: <http://forums.simflight.com/index.php>) and then go to the **Misty Fjords Support forum** which you can find by clicking here: <http://forums.simflight.com/viewforum.php?f=158> . You MUST register before you can write messages.

OR

- 2) Write us an email: francois@fssupport.com

OR

- 3) Write to simMarket support (if you bought it there) :
https://secure.simmarket.com/ticket_create.php

We believe that support of a product, and especially products released for such a specialized audience as flight simmers, is of the utmost importance. Being flightsim freaks ourselves you can be assured that support has our fullest attention..... Although we do not imagine you would need much with this product.

In any case, even if you just want to tell us what you think you are welcome on the simFlight Forums. We even have a special Misty Fjords Forum for you there.

There you will also find a bunch of like-minded flight simmers to chat with you about this title, and about just anything else flightsim related. Give it a try !

<http://forums.simflight.com/viewforum.php?f=159>

Credits

Holger Sandmann is the creative mind, designer and builder of Misty Fjords. But there are many other people who helped in bringing this **major project** to life on your computer. We'd like to mention them here (and apologies if we've forgotten anyone !!):

Mark Smith	the man who built the USFC cabins, docks, piers and such
Bill Womack	for his new rendition of the Antelope Trail Ranch and other objects
Izuru 'Yode' Yokomi	for providing us with some of the most fabulous screenshots ever seen
Doug Linn	who made you the fabulous Flying Guides and made photographs of the real thing!
Jun Kazama	for his beautiful alternative sky textures
Bill Dick/Phil Cayton	for help in testing and building FREE additional scenery (to be released separately)
Bob Langendorfer	who allowed us to use his ship and lighthouse macros
Ruud Faber	for freely giving us some of his masterful textures
Mitsuya 'Hama' Hamaguchi	who built the wonderful ships for us (licensed by FSAddon Publishing)
James Keir	from whom we license 'Slartibartfast' (that's a long story)
François Dumas	the author of this text and project manager/publisher of Misty Fjords
Miguel Blaufuks	for handling our sales and administration

Credits wCredit and thanks must also go to:

- **Christian Fumey:** Ground2K4 and DefArea utilities
- **Jim Keir:** Slartibartfast (under license) and LWMViewer, <http://www.jimkeir.co.uk/FlightSim/index.html>
- **Richard Ludowise "Rhumbaflappy":** Scenery MVP ("most valuable person") and maker of TCalc2004 and TDFmacros
- **Joachim "JOBIA" Buhre:** landclass documentation and table, <http://www.jobia.de>
- **Bob Langendorfer:** Alaska Gold static ship macros, <http://www.aeroair.net/akg/alaskaships/agships.htm>
- **Bob Langendorfer, Ed Neuhauser, and Larry Silsbee:** Alaska lighthouse macros (Tree Point, Mary Island, and Guard Island), <http://www.aeroair.net/akg/alaskalights/index.htm>
- **Microsoft FS Design Team:** default library objects (boats, radio antennae, special buildings, etc.)
- **Ruud Faber:** summer forest textures and selected winter and residential textures, <http://www.fscene.com>
- **Lennart Arvidsson:** the idea of using "feathered" coastline textures, <http://www.flightsim.no/home/texturart>
- **Janne Sinkkonen,** Finnish Scenery Designers: the idea of frozen lakes, <http://fisd.fsnordic.net>
- **Gmax, by Discreet** <http://www4.discreet.com/gmax>
- **FS Architect 2002,** by Douglas A. Pouk, <http://www.pouksim.com>
- Last but not least: **Microsoft FS2004 SDK documents and utilities,** http://www.microsoft.com/games/flightsimulator/fs2004_downloads_sdk.asp

Data Providers used

- Landsat ETM+ and TM multispectral satellite imagery. Source for this dataset was the Global Land Cover Facility, <http://www.landcover.org>
- USGS Alaska coastline data: Source for this dataset was AK Department of Natural Resources, Land Records Information Section, <http://www.asgdc.state.ak.us/metadata/vector/physical/coast/coast63.html>
- USGS National Elevation Dataset (NED): Data available from U.S. Geological Survey, EROS Data Center, Sioux Falls, SD, <http://gisdata.usgs.gov/NED>
- Canadian CDED1 0.75 arc-sec Elevation Data: Data available from GeoBase, <http://www.geobase.ca/>

And last but not least our thanks to:

- Airport and Seaplane Base data: <http://www.airnav.com/airports>
- US Coast Guard list of marine lights: <http://www.navcen.uscg.gov/pubs/LightLists/LightLists.htm> and <http://www.uscg.mil/d17>
- Fisheries and Oceans Canada list of marine lights: <http://www.notmar.gc.ca/eng/services/list/index.php>
- Tongass National Forest, Alaska, rental cabins: http://www.fs.fed.us/r10/tongass/recreation/rec_facilities/cabinlist.html
- Annette Island Data Repository: <http://209.165.164.204/annette/default.cfm>
- Stewart and Hyder International Chamber of Commerce: <http://www.stewart-hyder.com/photos.html>

Beta Testers Team

No product can be published without being tested first. And although it is impossible these days to test a system on all possible configurations, we have a team of dedicated beta testers who have done their very best to try and find any problems before you do! For the Misty Fjords title we had an extraordinary vigilant and enthusiastic team, many of whom also have greatly contributed to the final work in other ways too !

We are grateful for their voluntary help and enthusiasm !!

Beta Testers (in random order):

Bill 'Willybee' Dick (more to come!)
Cecil McLain
Richard 'Chaders' Chadwick (movies)
Mike 'Doc' Apsey
Jun 'Gallopingsgoose' Kazama (sky and movies)
Izuru 'Yode' Yokomi (our photographer)
Giorgio LaPira
Doug Linn (eye witness and Misty Moorings)
Joe Watson
Dexter Thomas (movies)
Lars Hammer
Jeff Greth (movies)
Mark Smith (lots of additions)
Paul Kane
Peter McLeland
Mike Cameron
'Mort' Cunningham
Phil Cayton (more to come!)
Roger Ady
Rainer Duda
Michael Greenwood
'SgtMajor' Steve
Bill Womack (Antelope Trail Ranch)
Timbo Grahame
François A. 'Navman' Dumas ('gopher')

Ruud 'FScene' Faber
Don 'Bushsimmer' Lively
Lauren 'Speedmom' Robinson
Aidan 'Akulla' Williams

FSAddon.com

Since you've come this far, you must be a die-hard simmer, or at least an avid reader. Congratulations on your perseverance, not many people read manuals at all ;-) To reward you, let me tell you something about this company then.....

FSAddon.com was founded by Miguel Blaufuks and François Dumas with the main purpose of designing and publishing add-ons for the Microsoft Flight Simulator range of products.
But not just any add-ons!

Our aim is to provide **additional immersion** in using the simulation by providing high-quality, **complete packages or series** that do more than just add an airfield, a utility or an aircraft. We are aiming to provide 'reality kits' that are a combination of additional FS software AND other things such as a story line, navigational information and tools, or even community access via the Internet.

We are also convinced that most buyers of these flight simulators only scratch the tip of the proverbial iceberg and won't use more than perhaps 10% of its capabilities. Another goal of ours therefore is providing education and information geared towards better and more satisfying usage of what you have already bought!

The company is a subsidiary of the already existing company **simMarket**, which in turn is part of the associated **simFlight Network**. SimMarket is the world largest on-line distributor of flight simulator add-ons. But up to now all products have been sold under their own name and without any (or much) guidance from the simMarket.

The simFlight Network consists of a multitude of flight simulator news sites, covering many languages and areas around the world, and also hosting a fair number of flight simulator user communities via forums and other means.

The two organizations together form a very powerful base for the newly founded FSAddon.com, providing all the basic infrastructure, skills and contacts needed to design, develop and publish flight simulator add-ons.

The company's aim is 3-tiered

- 1) To substantially expand the possibilities for beginning simpilots to use their flight simulator
- 2) To provide high-quality, extensive add-ons to the more experienced simpilots
- 3) To lower the thresholds for communicating and flying together using flight simulators and the internet.

We hope you'll enjoy our products, and above all, the pleasure of sharing this hobby with us and the hundreds of thousands of like-minded enthusiasts all over the world. If we can add just a little value to it, then we have achieved our goal.

See you in the (virtual) skies !

Other FSAddon products

If you like this product, then you will want to visit **FSAddon's website** (<http://www.fsaddon.com>) from time to time, because we are working on a whole range of similar and other products, from very well-known authors and designers, but also from very talented new people in the flight simulator industry.

Holger Sandmann has created a number of freeware landscape add-ons as well, both for FS2002 and for FS2004. They are available under his name at all major FS file library servers.